



Created: 4 hours, 4 minutes after earthquake

**PAGER** 

Version 4

10,000

100,000

1,000

## M 5.3, 143 km W of Waingapu, Indonesia

Origin Time: 2020-08-08 10:45:49 UTC (Sat 18:45:49 local) Location: 9.8549° S 118.9717° E Depth: 10.0 km

**Estimated Fatalities** 10,000 1,000

and economic losses. There is a low likelihood of casualties and damage.

Green alert for shaking-related fatalities Estimated Economic Losses

**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	350k	142k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

## Population Exposure

population per 1 sq. km from Landscan

# **Structures** 5000 119.2°W 118.6°W Bondoboghila 9.5°S Andelara ahihagalang 10.2°S PAGER content is automatically generated, and only considers losses due to structural damage.

Overall, the population in this region resides in structures that are vulnerable to earthquake shaking, though resistant structures exist. The predominant vulnerable building types are unreinforced brick with concrete floor and precast concrete frame with wall construction.

## **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
2004-01-01	392	5.8	VII(14k)	1
2007-11-25	185	6.5	IX(5k)	3
1979-12-17	383	6.5	VIII(22k)	32

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

### Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Panenggoede	<11
IV	Kahale	<1k
IV	Waiha	<11
IV	Ngondokandawu	<11
IV	Bondokodi	<11
IV	Batang	<11
IV	Dinjo	<11
IV	Leteloko	<11
IV	Hamonggolele	<11
IV	Lokorota	<11
IV	Pasolapida	<11

bold cities appear on map.

(k = x1000)